

09922075-101901

FIG. 1

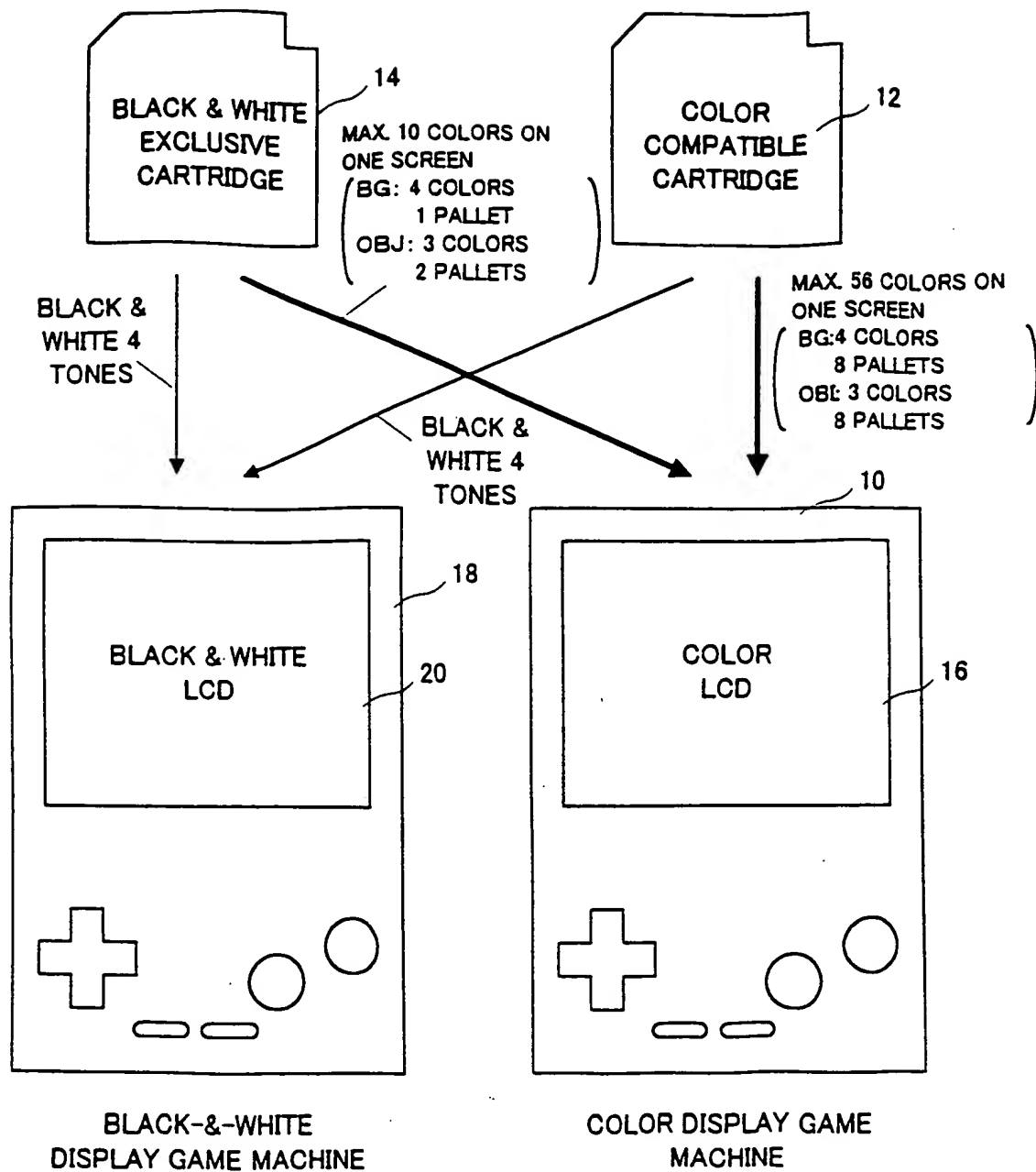
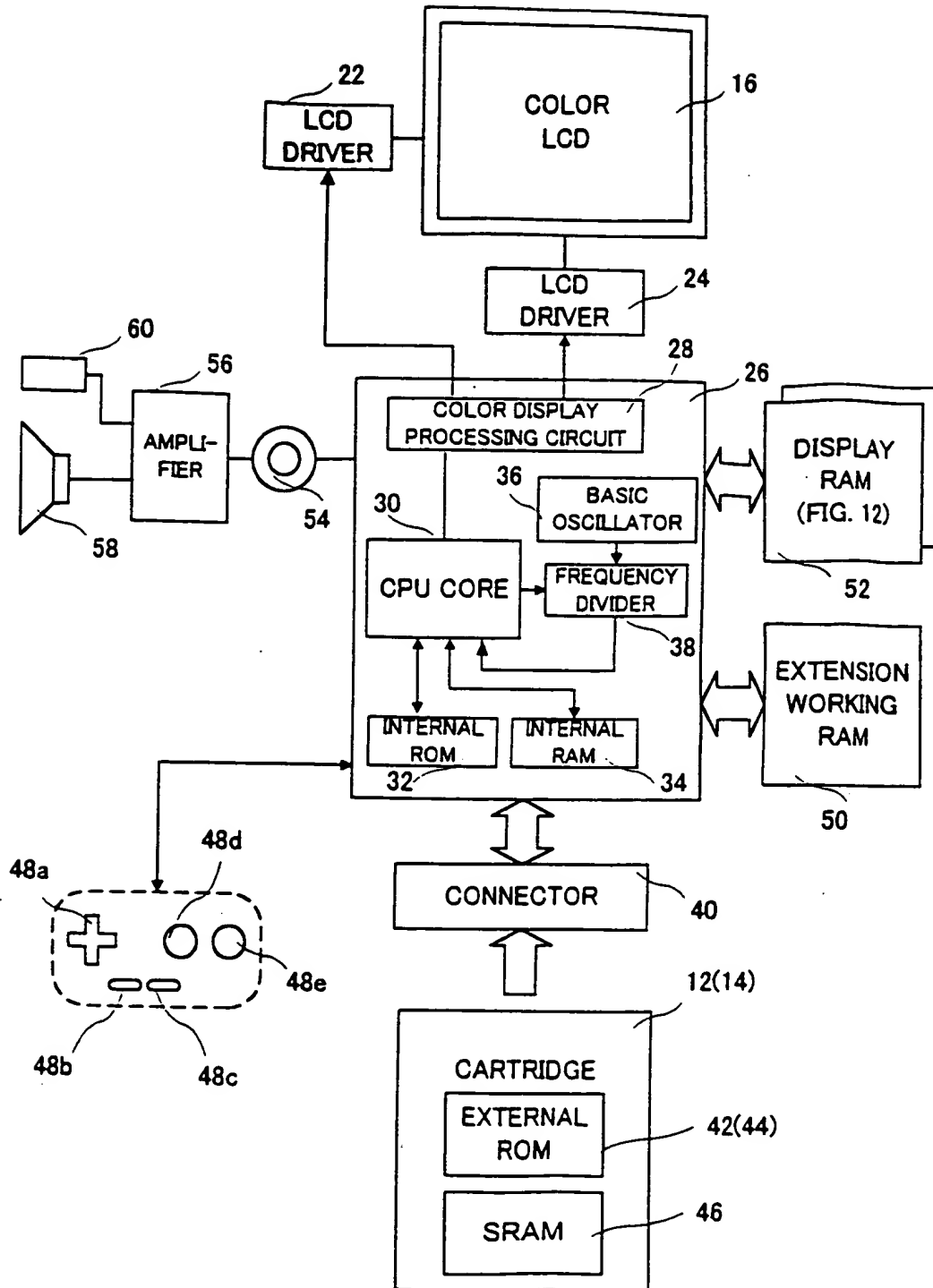
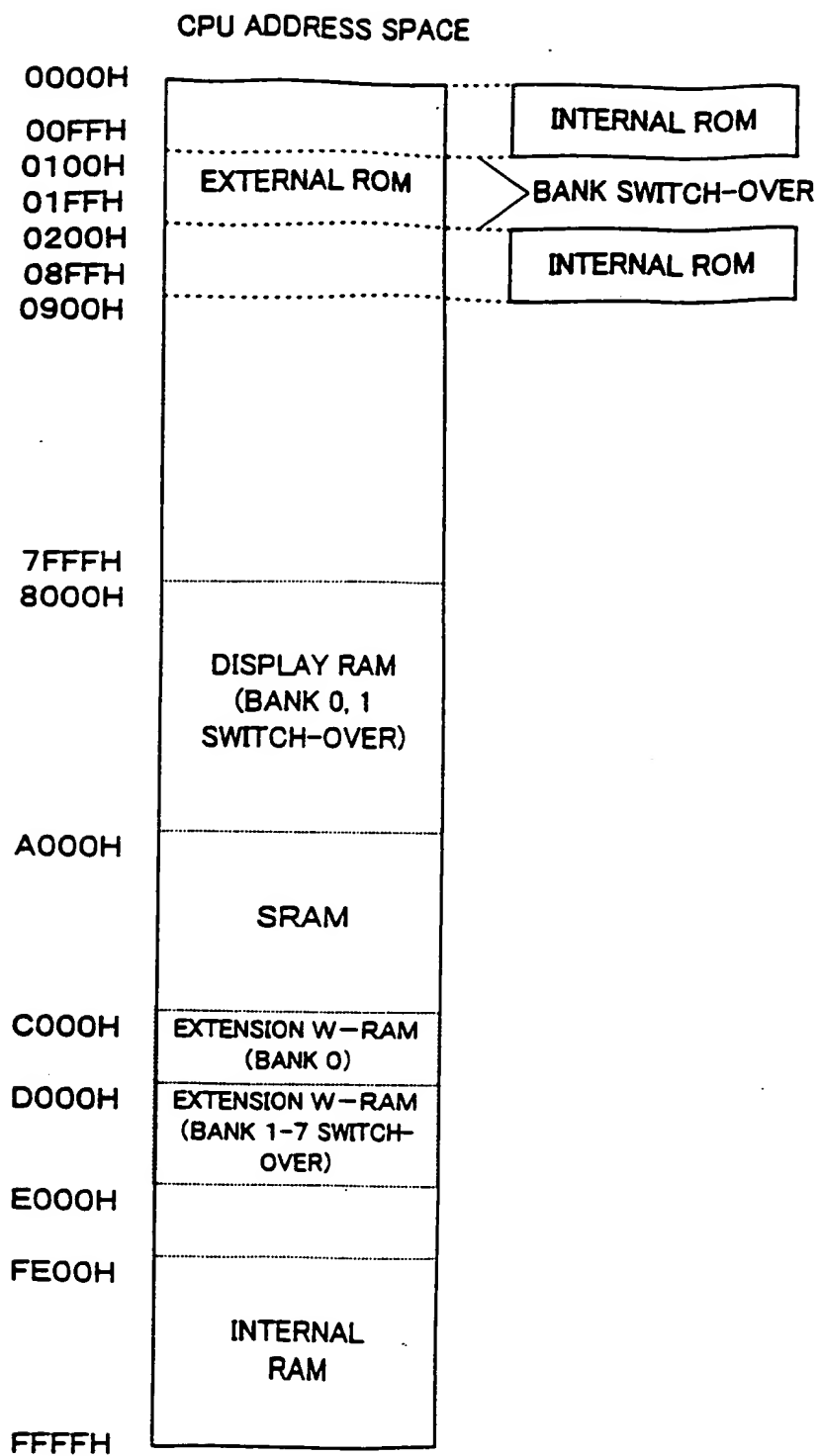


FIG. 2



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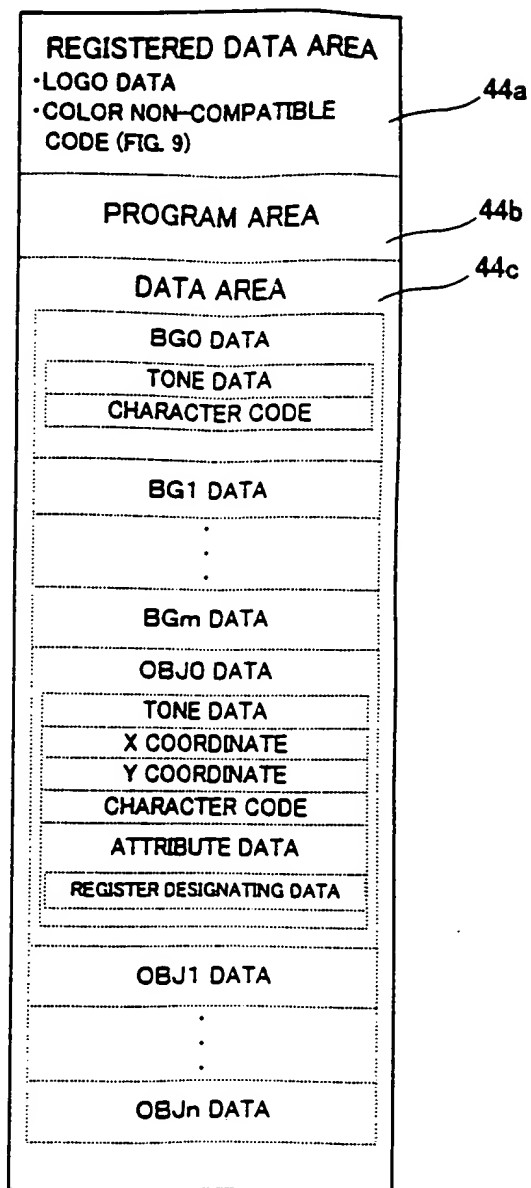
FIG. 3



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FIG. 4

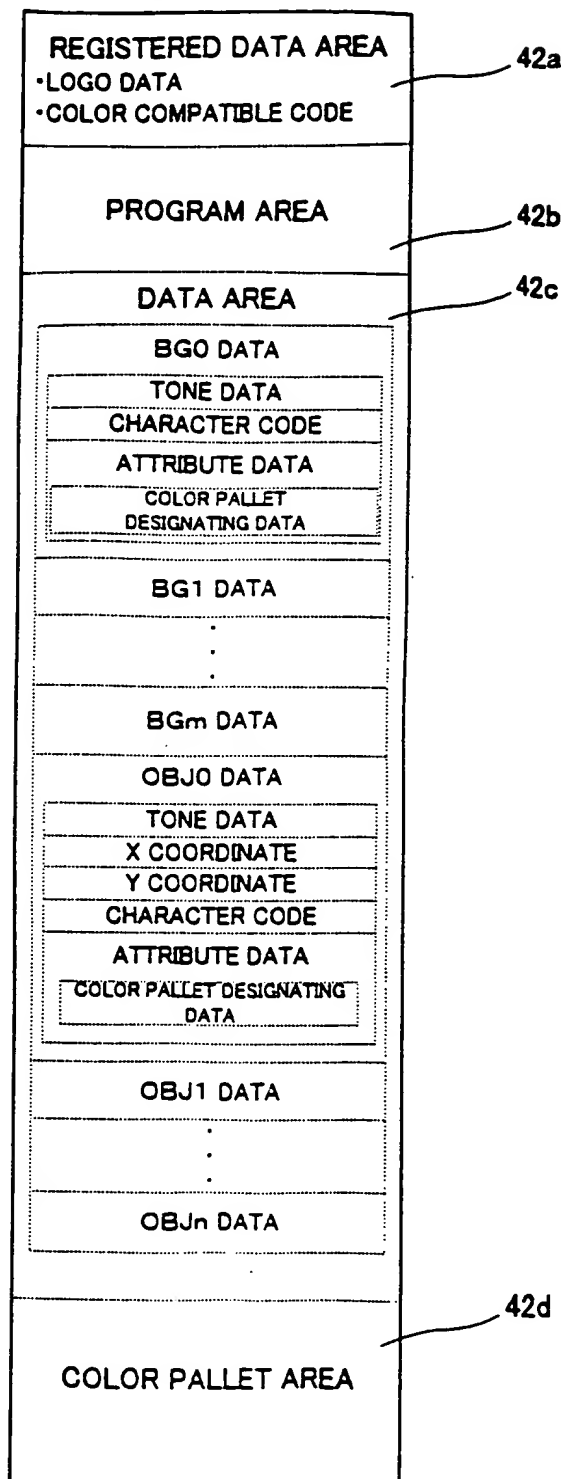
BLACK-&-WHITE EXCLUSIVE  
CARTRIDGE 14 INTERNAL ROM 44  
MEMORY MAP



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FIG. 5

COLOR COMPATIBLE  
CARTRIDGE 12 EXTERNAL ROM 42  
MEMORY MAP



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FIG. 6

COLOR PALLET AREA 42d  
MEMORY MAP

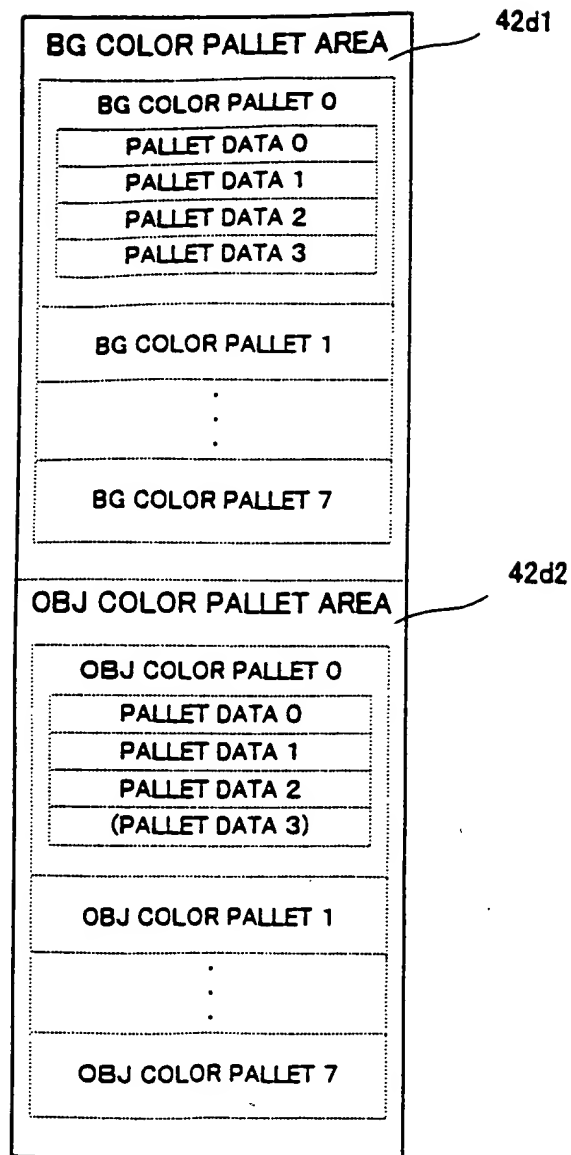
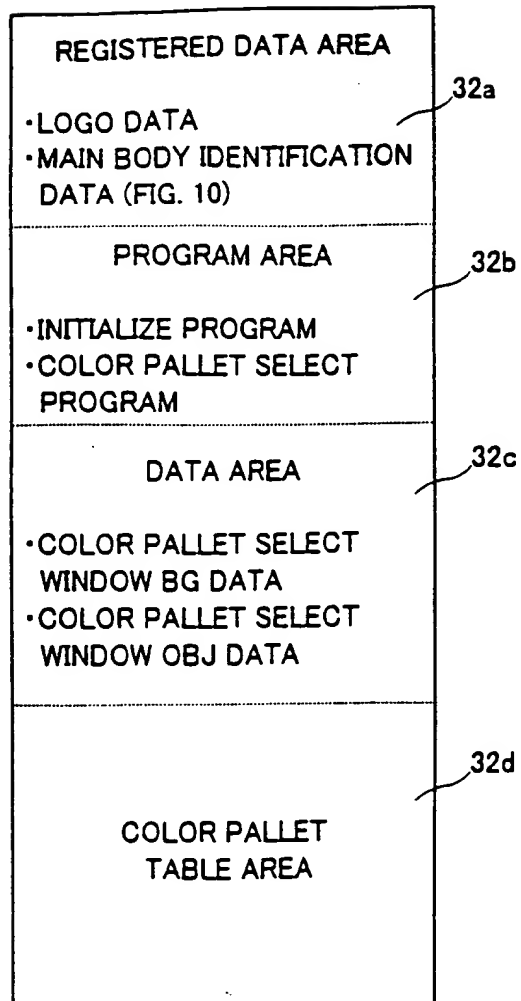


FIG. 6

FIG. 7

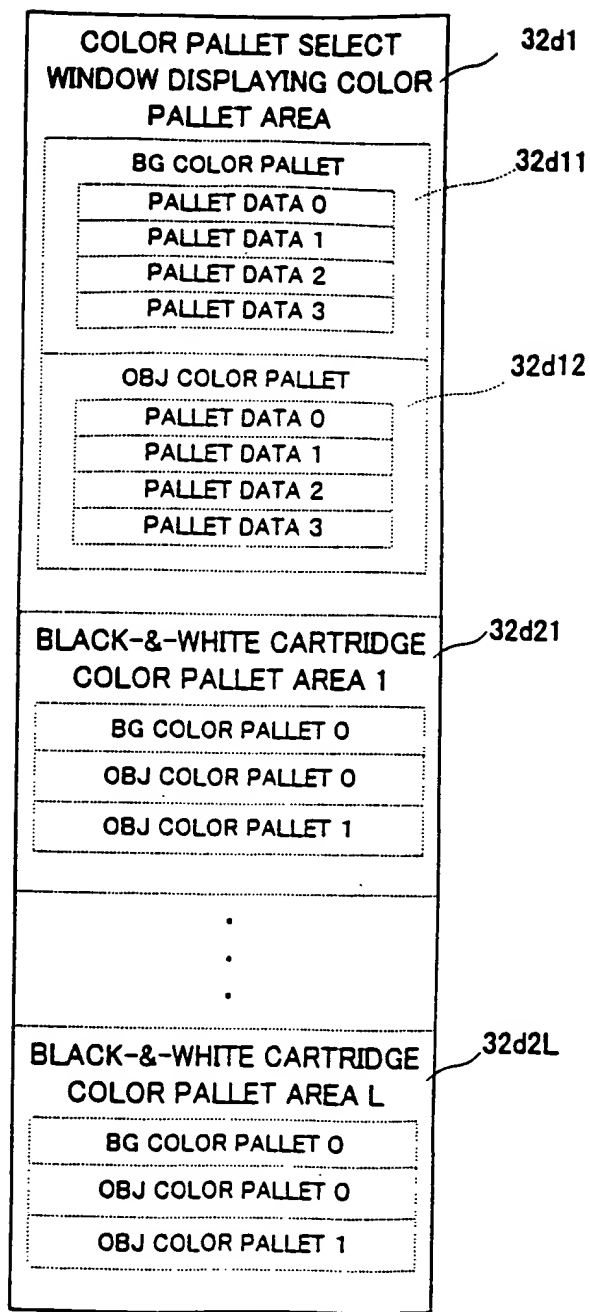
INTERNAL ROM 32  
MEMORY MAP



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FIG. 8

DETAILED MEMORY MAP OF  
COLOR PALLET TABLE AREA 32d



TOP SECRET



FIG. 9

	EXAMPLE OF BINARY NUMBER DISPLAY								EXAMPLE OF HEXADECIMAL NUMBER DISPLAY	
	7	6	5	4	3	2	1	0		
COLOR COMPATIBLE	1	0	0	0	0	0	0	0	(80)	
COLOR NON- COMPATIBLE	0	0	0	0	0	0	0	0	(00)	

FIG. 10

	EXAMPLE OF BINARY NUMBER DISPLAY								EXAMPLE OF HEXADECIMAL NUMBER DISPLAY	
	7	6	5	4	3	2	1	0		
BLACK-&-WHITE DISPLAY GAME MACHINE 1	0	0	0	0	0	0	0	1	(01)	
BLACK-&-WHITE DISPLAY GAME MACHINE 2	1	1	1	1	1	1	1	1	(FF)	
COLOR DISPLAY GAME MACHINE	0	0	0	1	0	0	0	1	(11)	

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FIG. 11

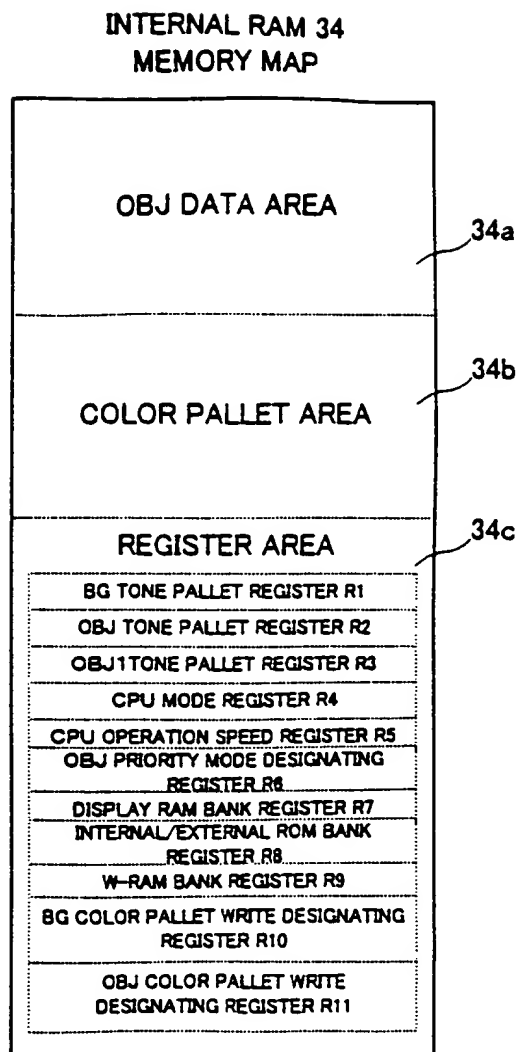


FIG. 12

DISPLAY RAM 52 MEMORY MAP

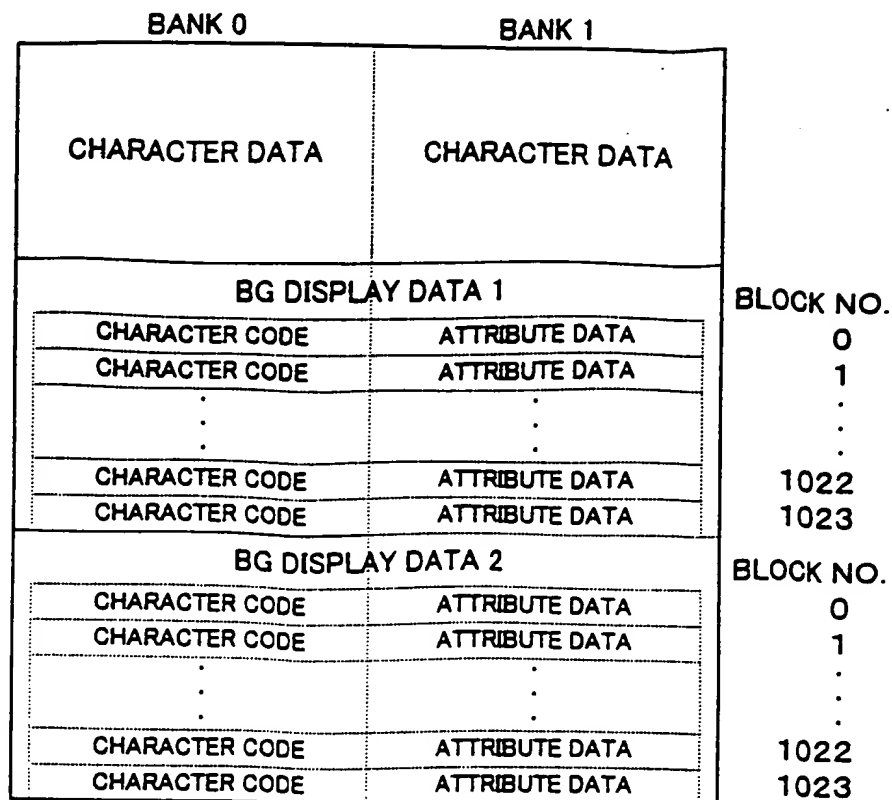


FIG. 13

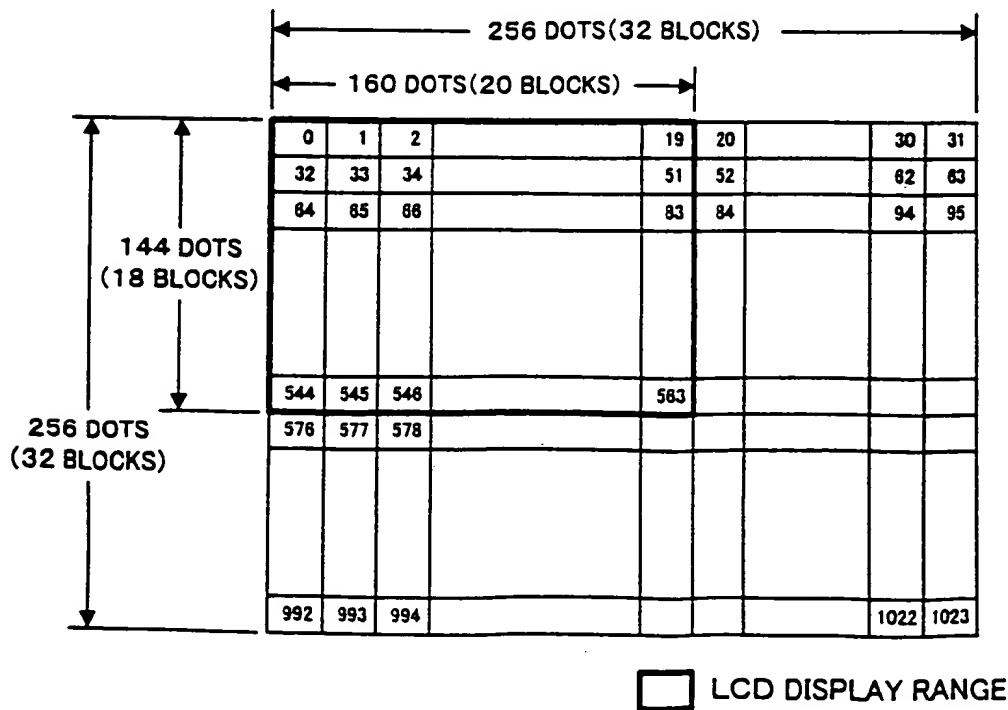
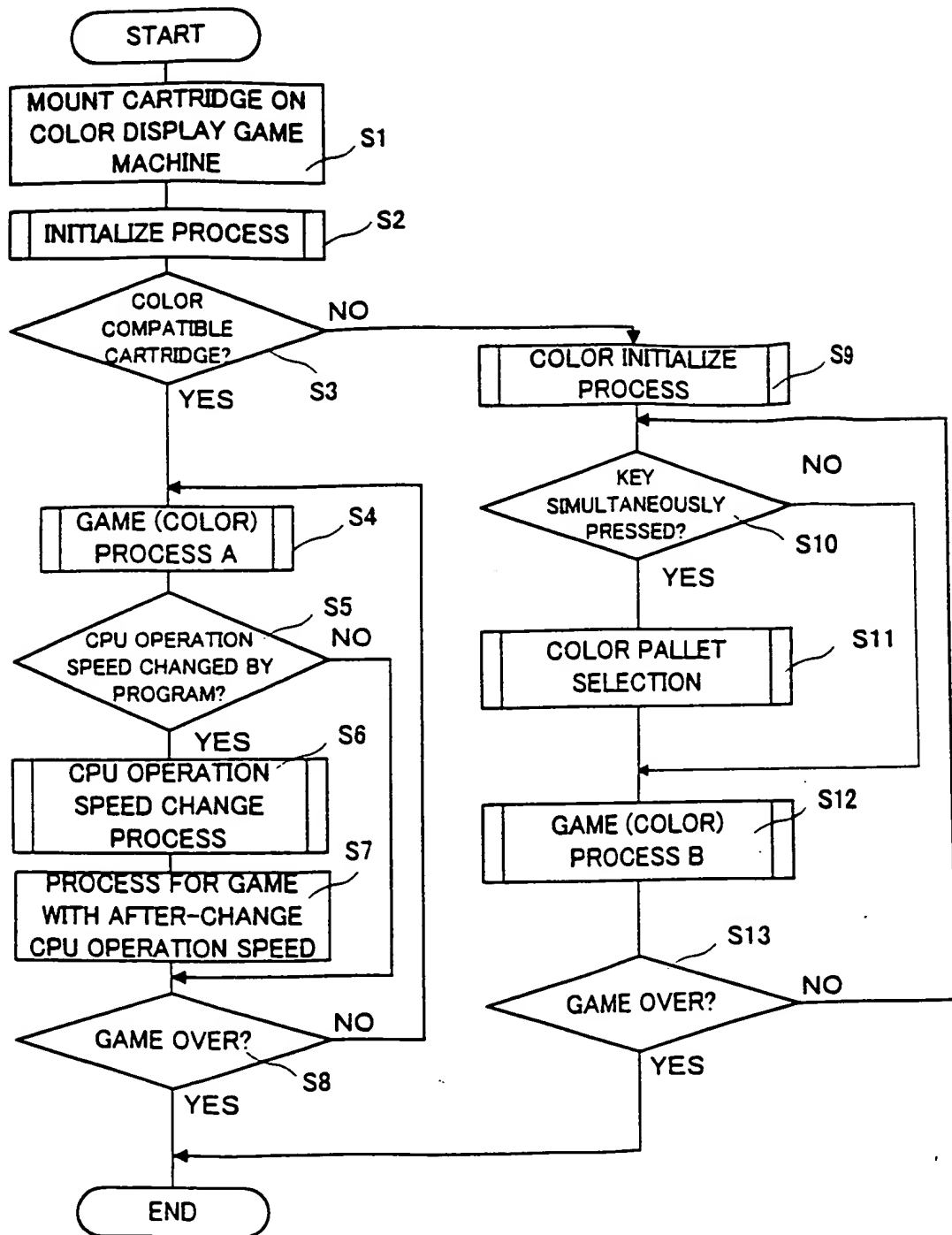


FIG. 14



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FIG. 15

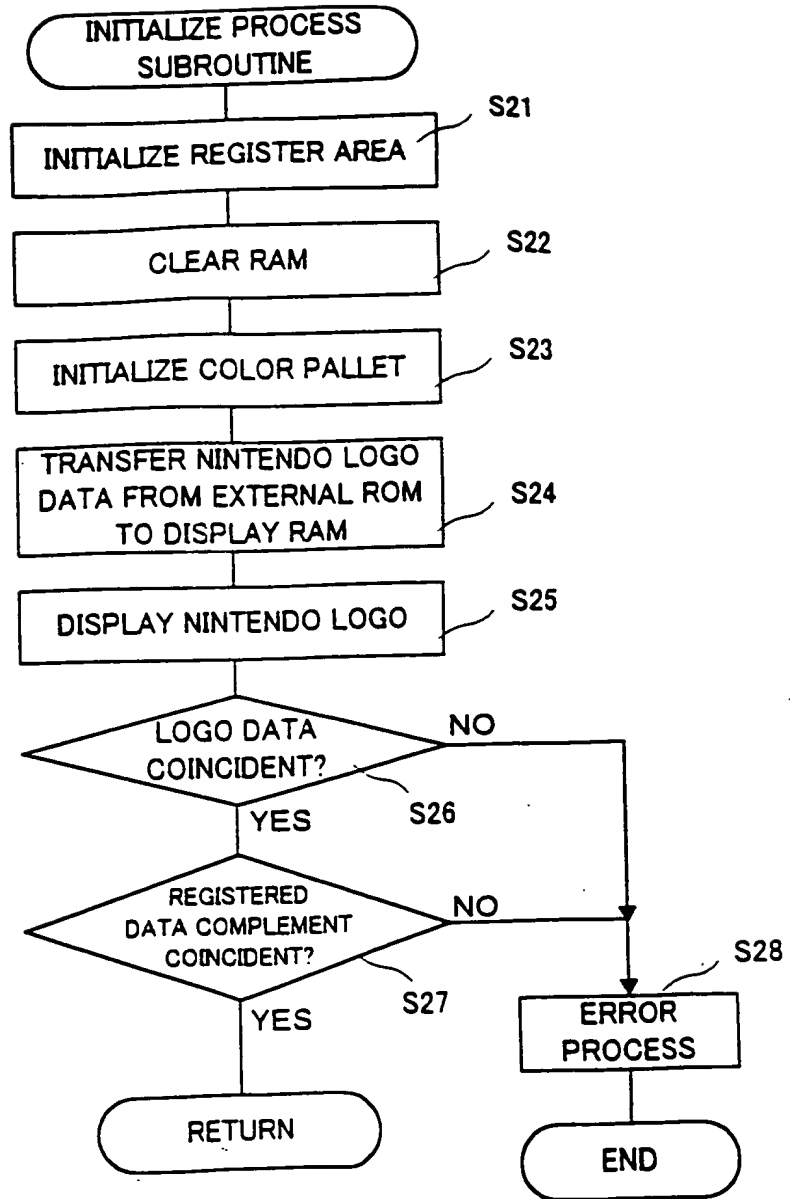
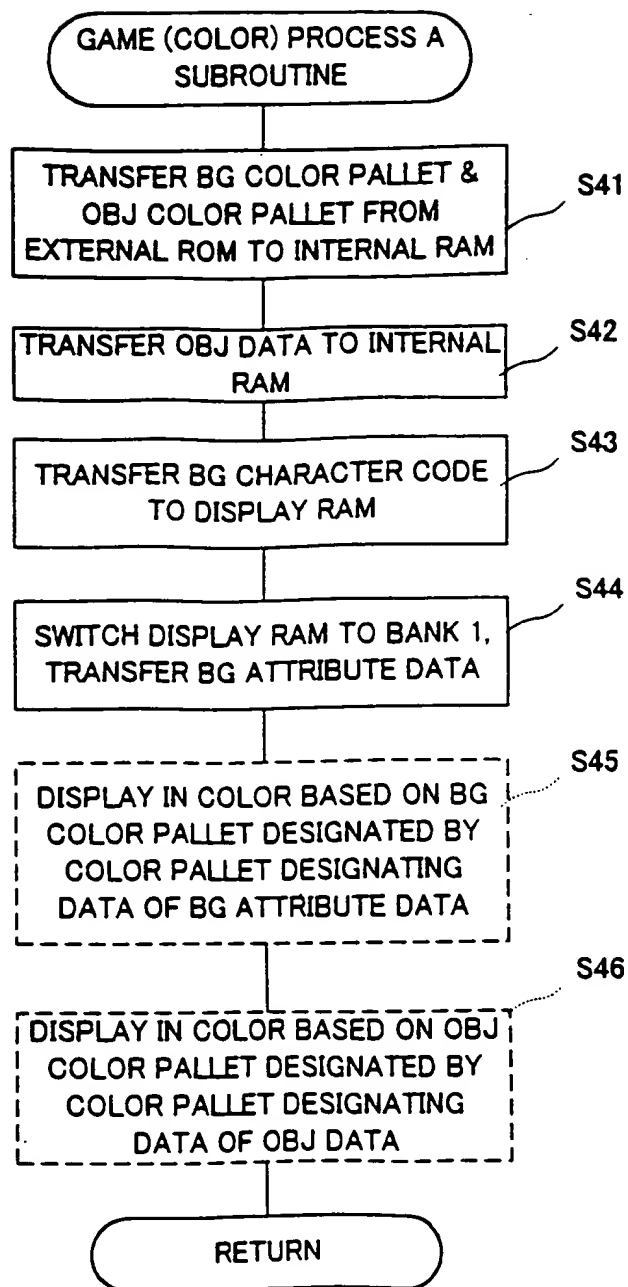


FIG. 15

FIG. 16



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FIG. 17

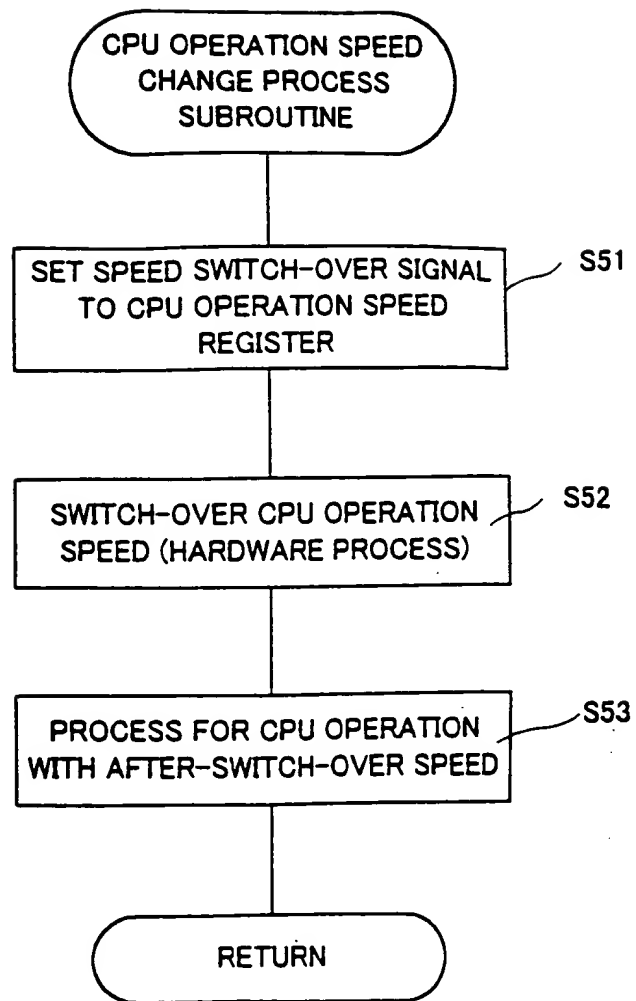
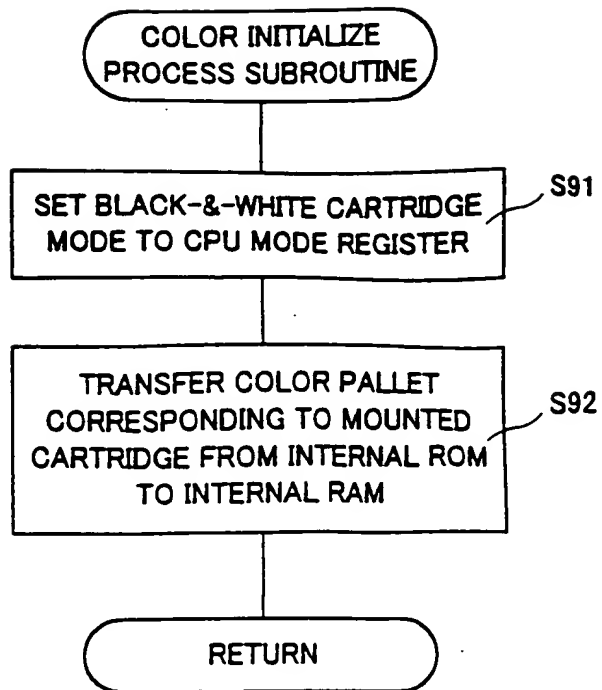


FIG. 18



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FIG. 19

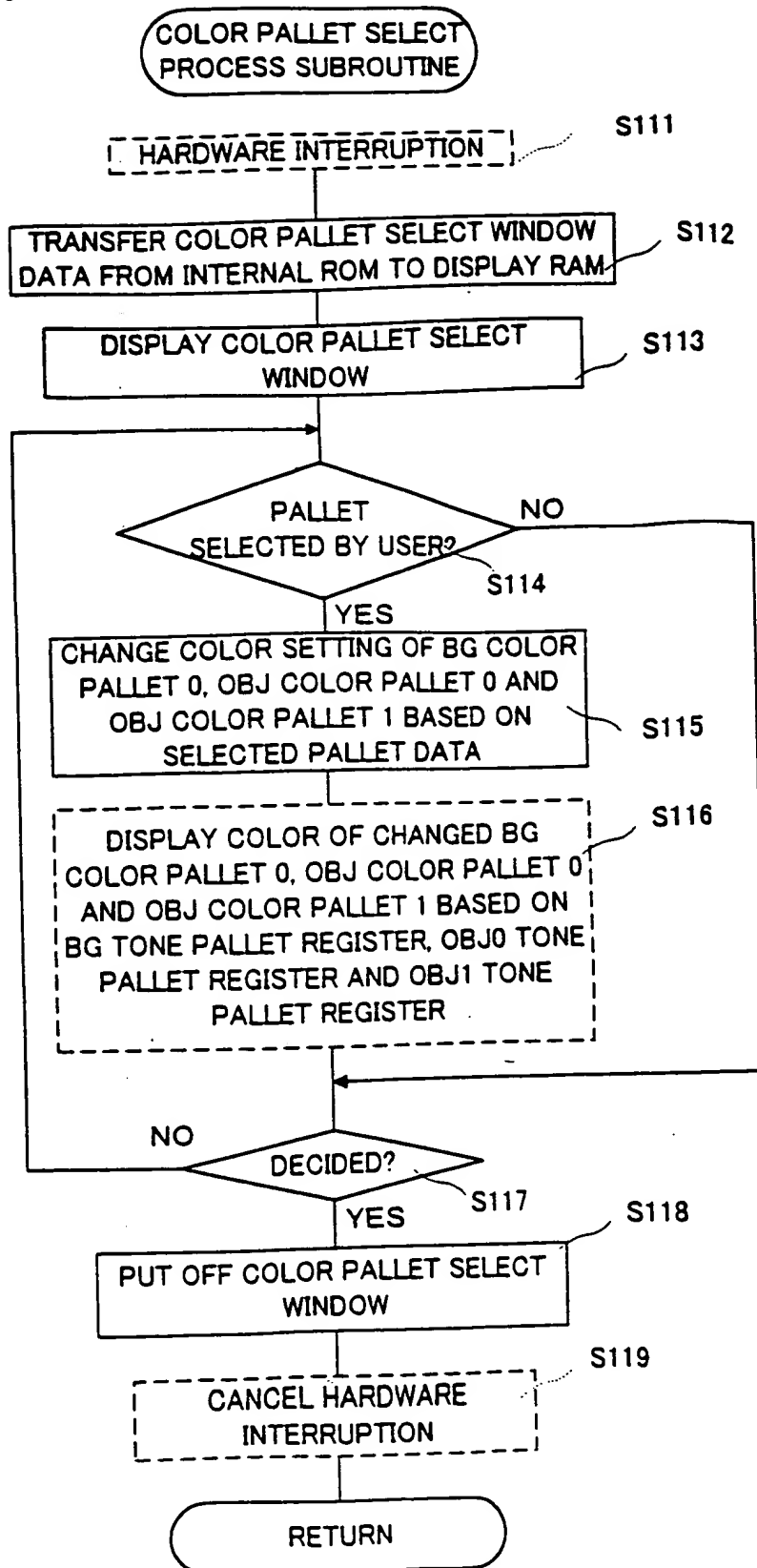


FIG. 19

FIG. 20

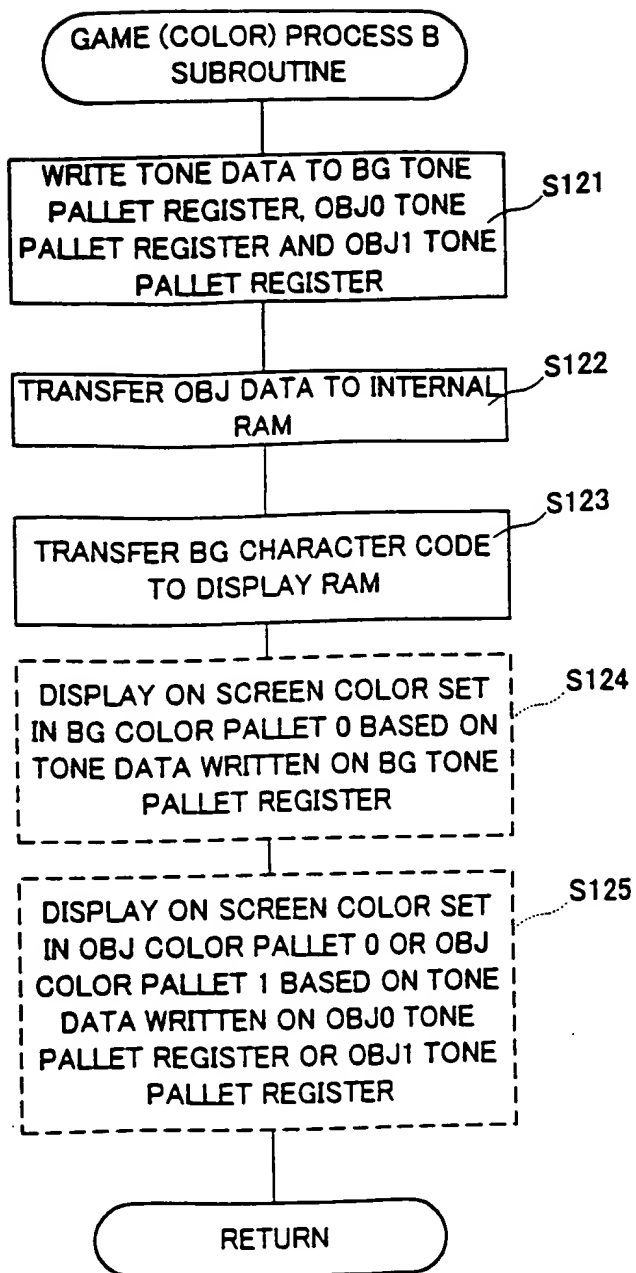


FIG. 20

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FIG. 21

EXAMPLE OF COLOR PALLET SELECT  
WINDOW DISPLAY

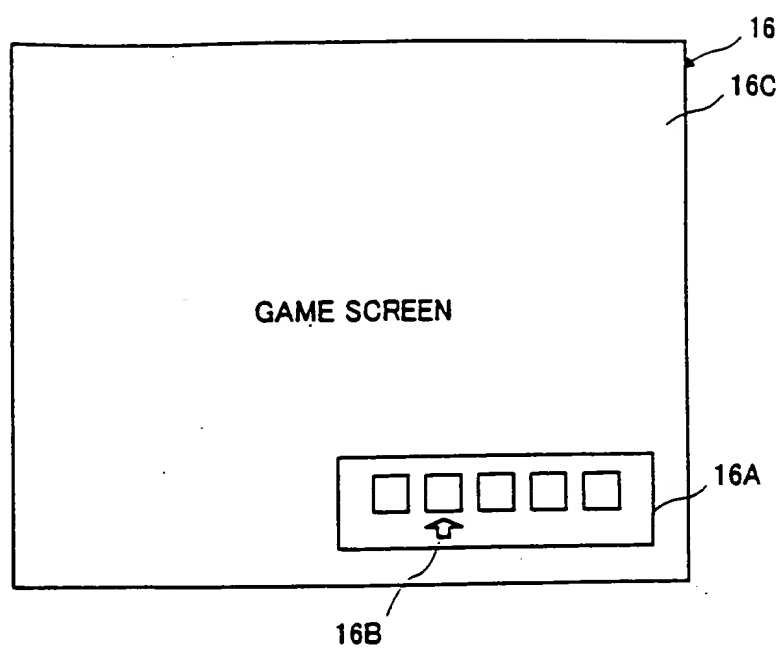


FIG. 22

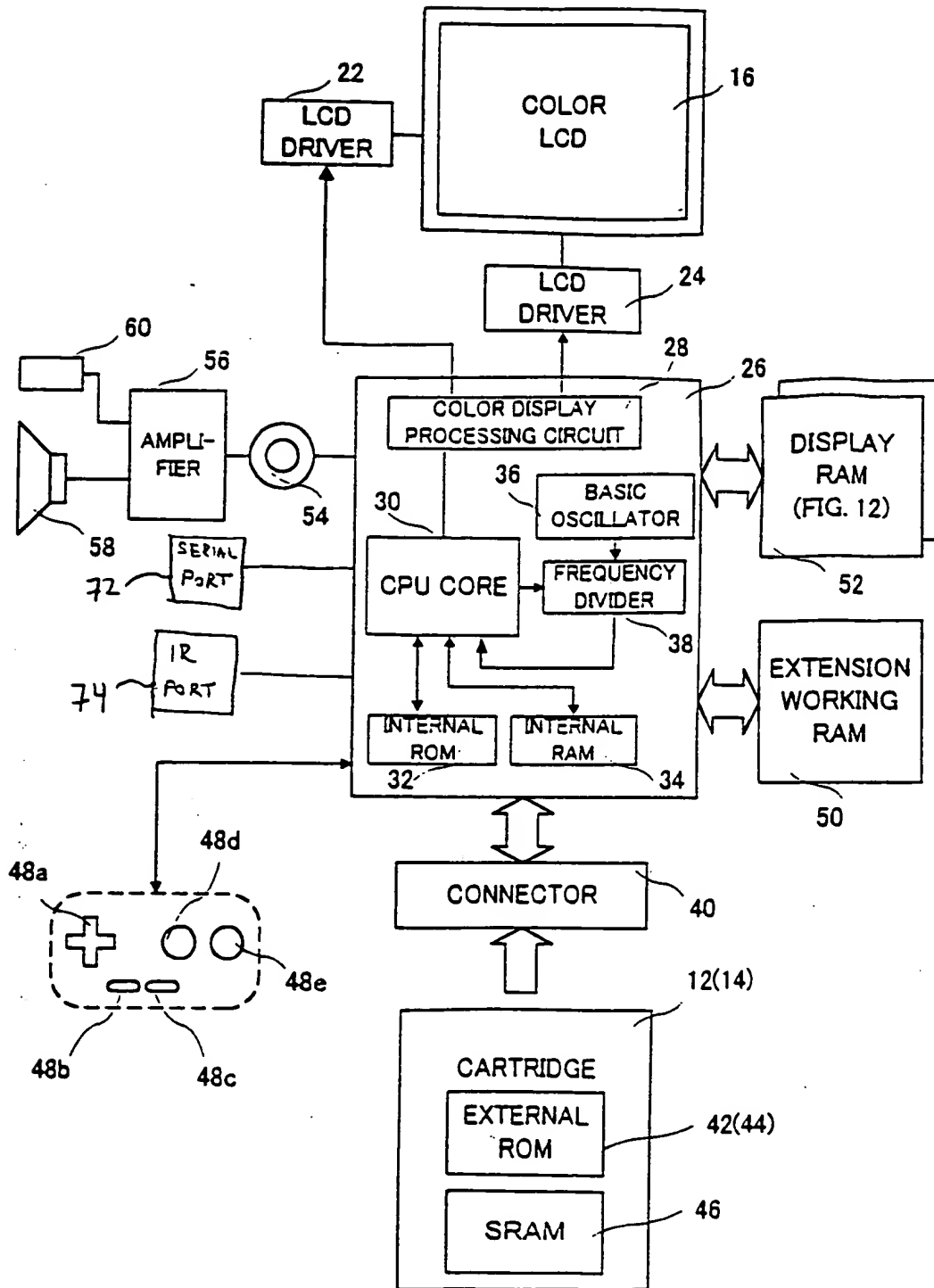


FIG. 22

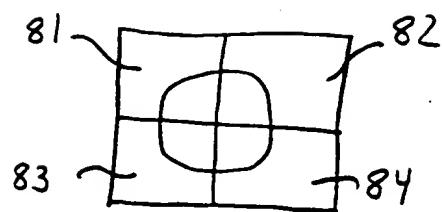


Fig. 23

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FIG. 1

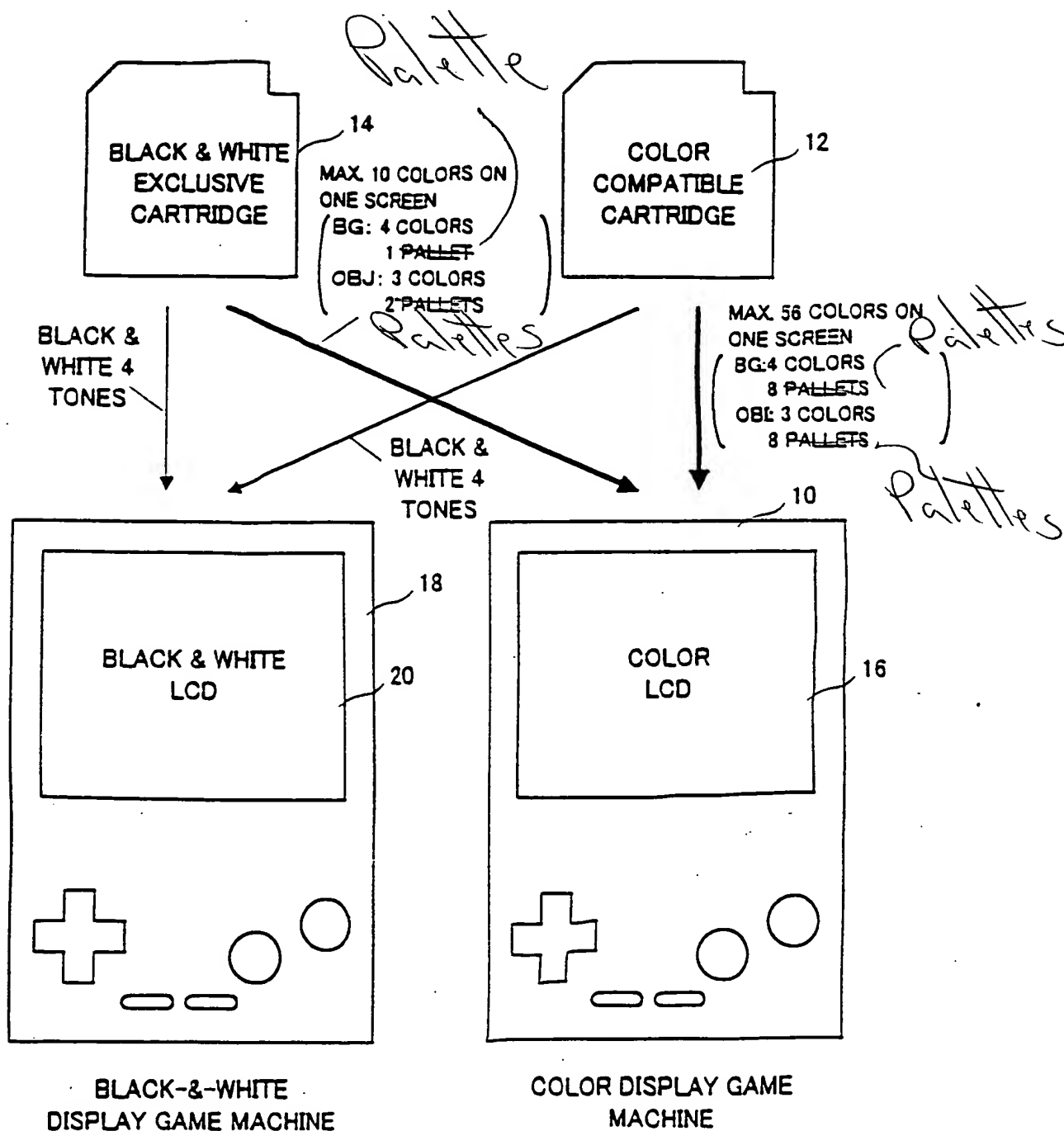


FIG. 5

COLOR COMPATIBLE  
CARTRIDGE 12 EXTERNAL ROM 42  
MEMORY MAP

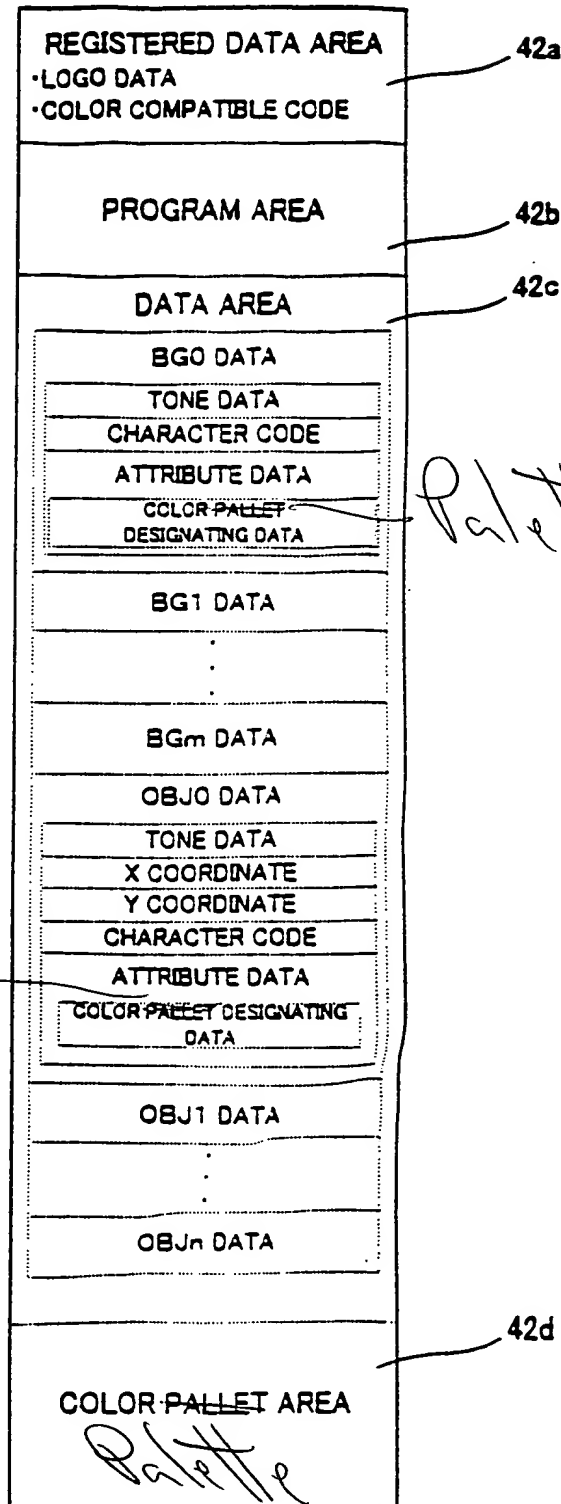


FIG. 6

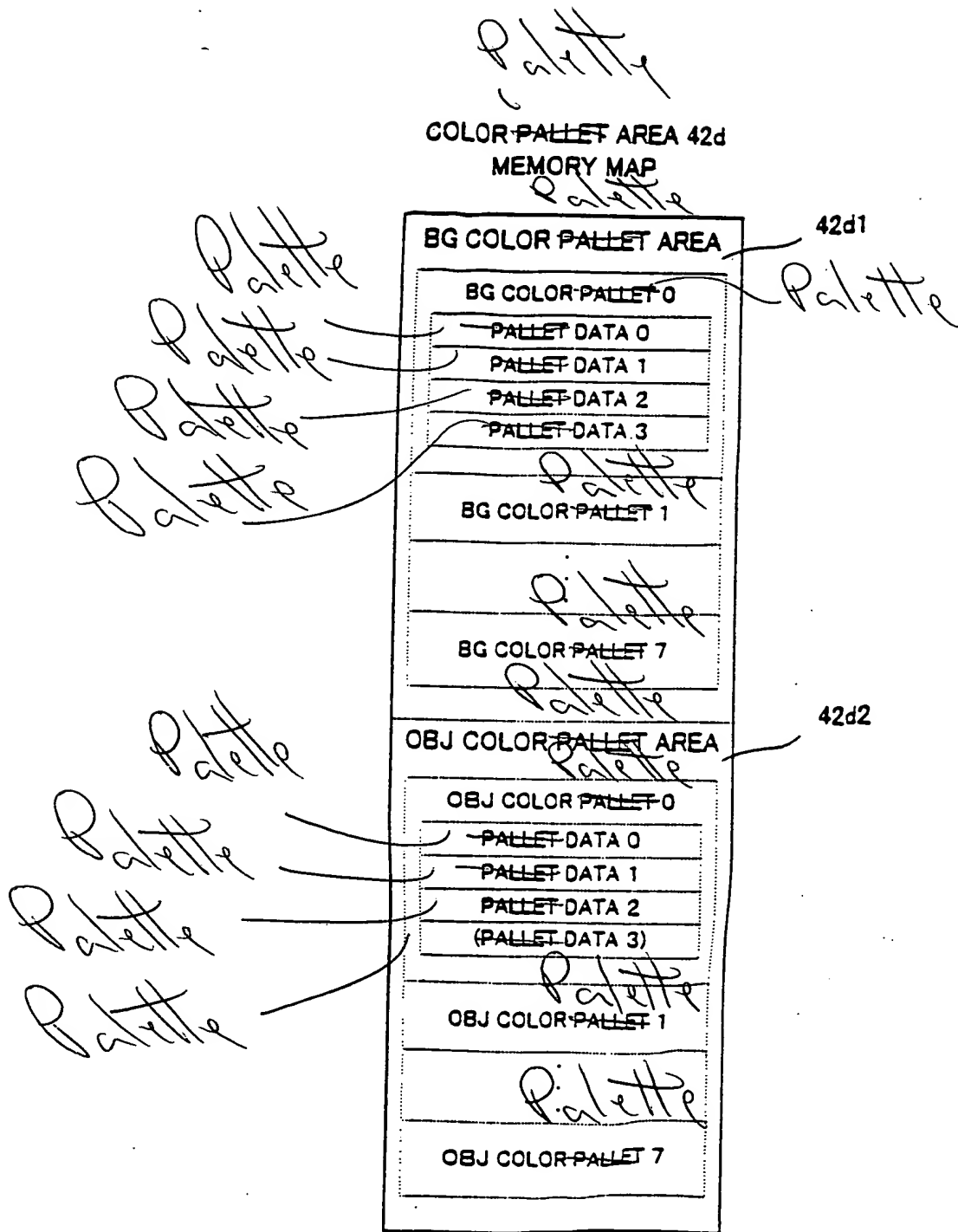




FIG. 7

INTERNAL ROM 32  
MEMORY MAP

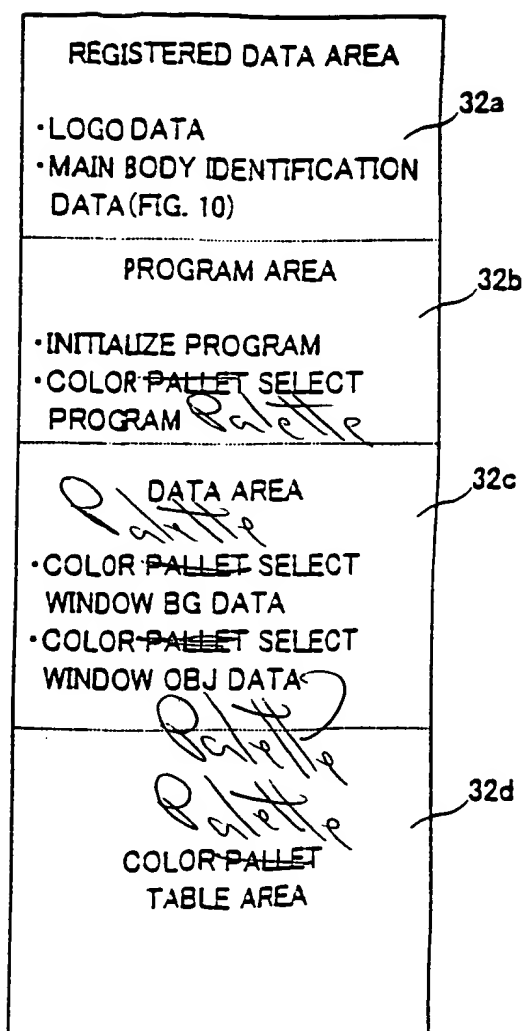


FIG. 8

DETAILED MEMORY MAP OF  
COLOR PALLET TABLE AREA 32d

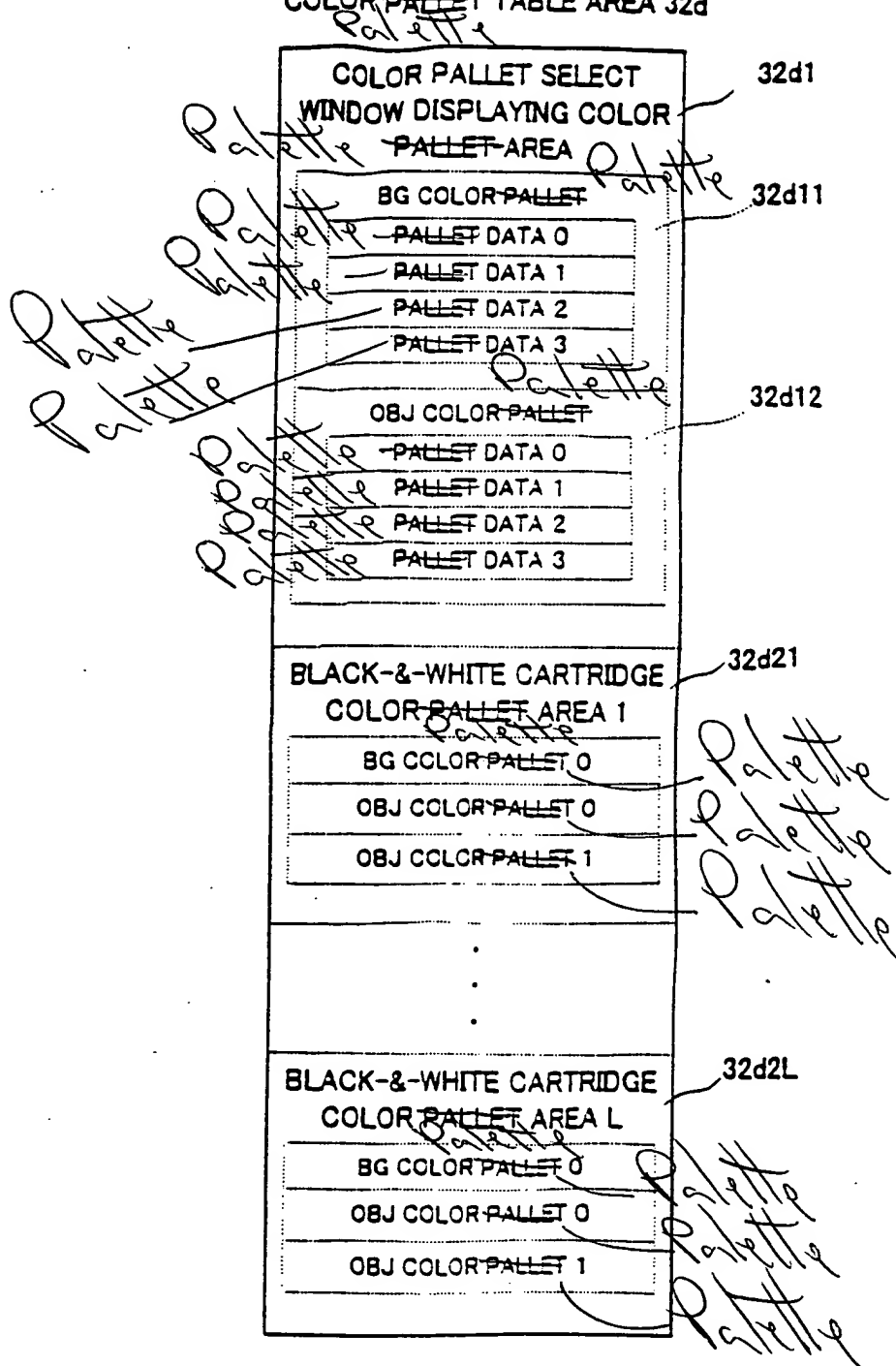


FIG. 11

INTERNAL RAM 34  
MEMORY MAP

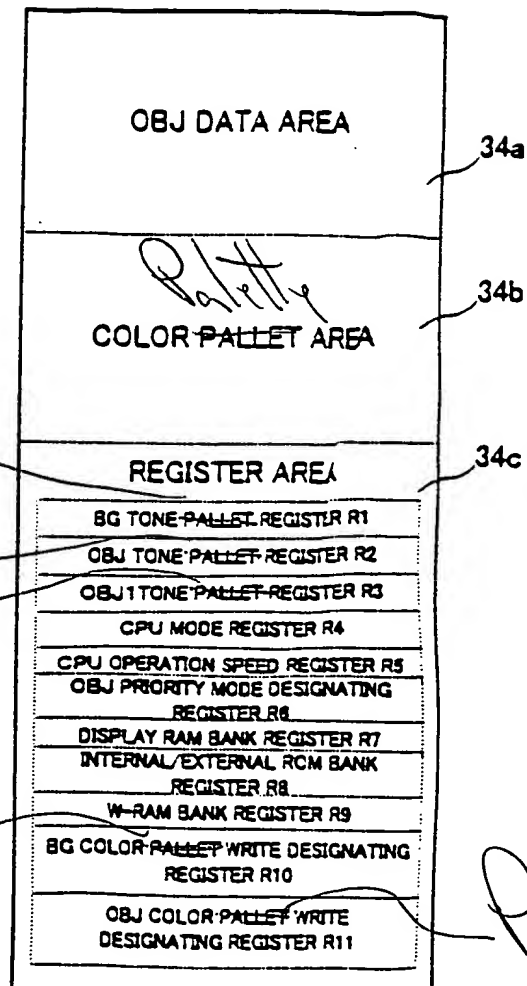


FIG. 14

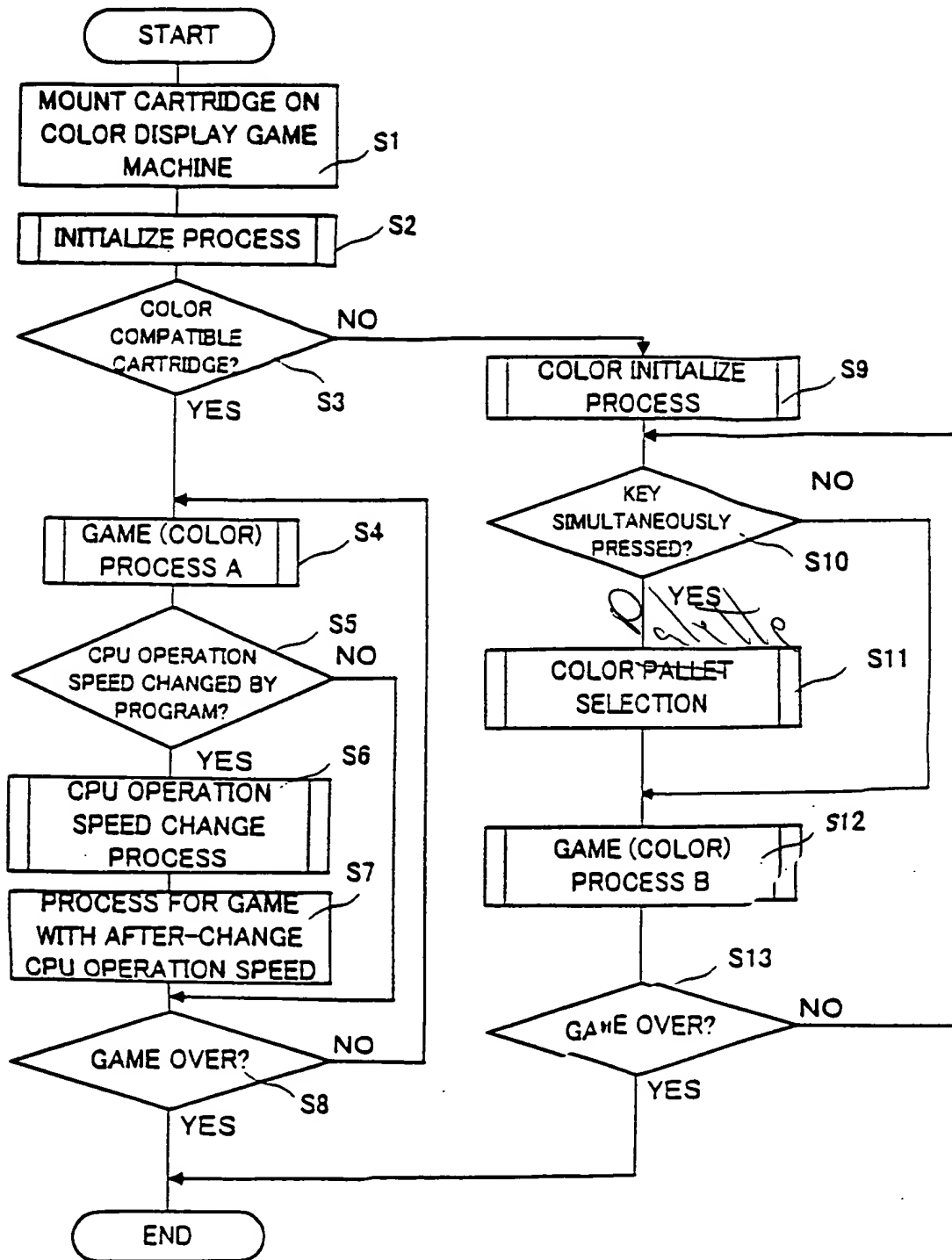


FIG. 15

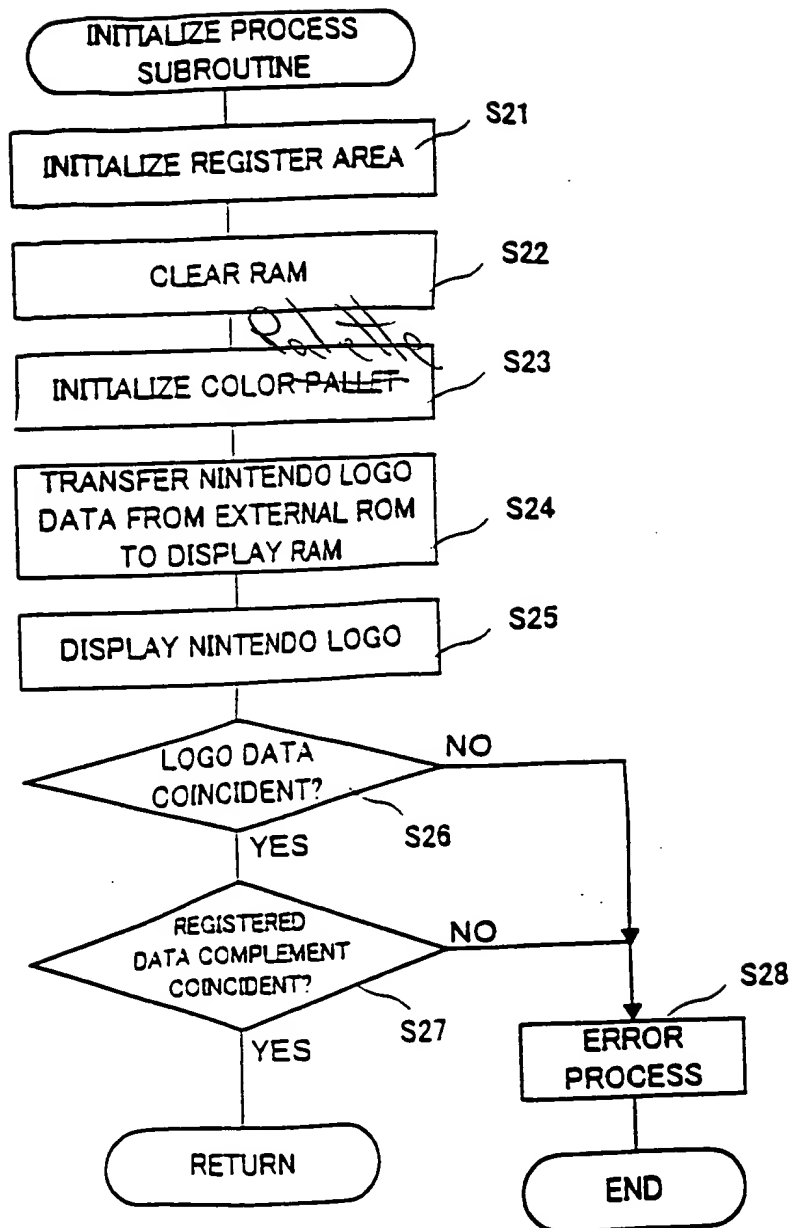


FIG. 16

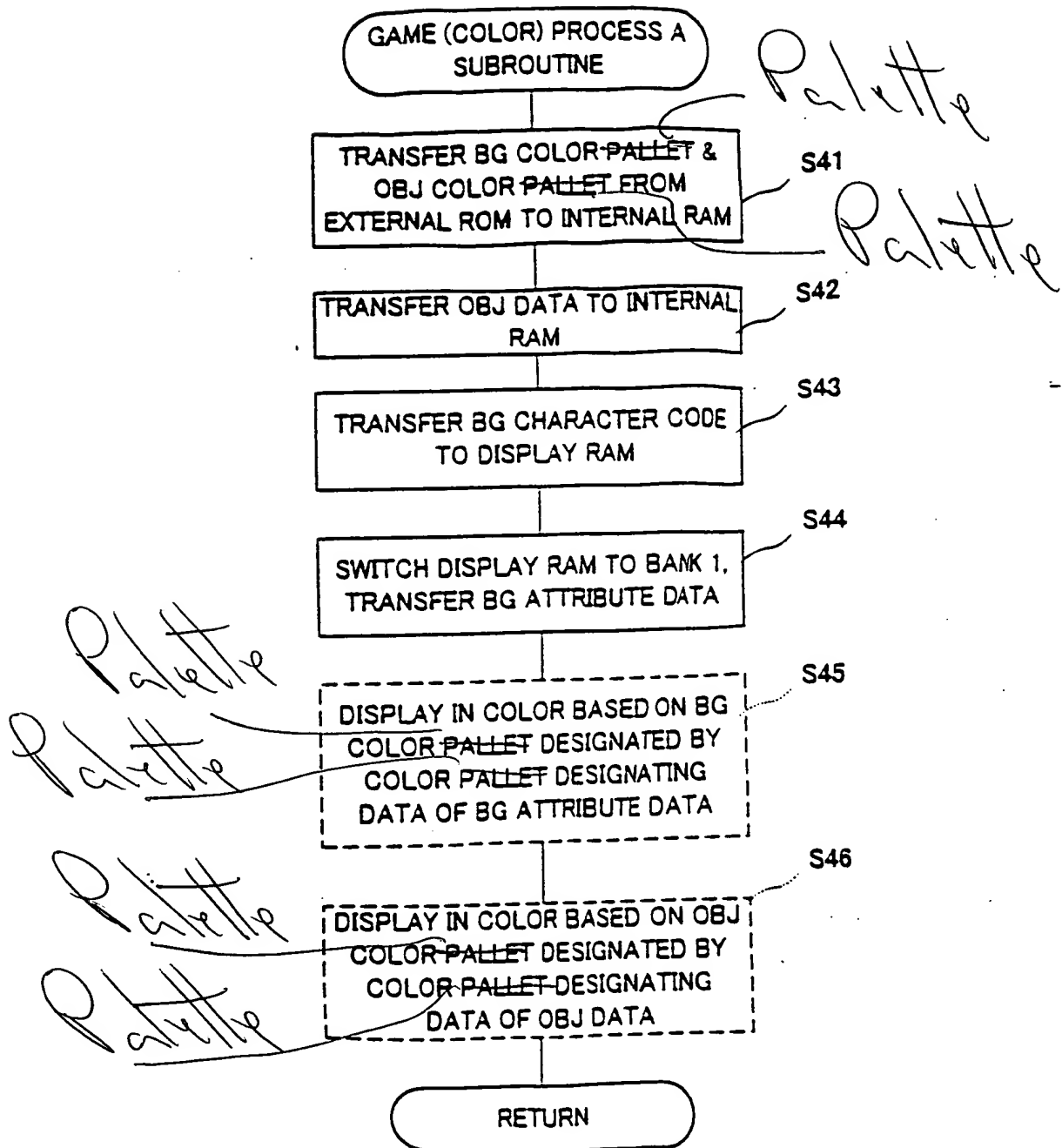


FIG. 18

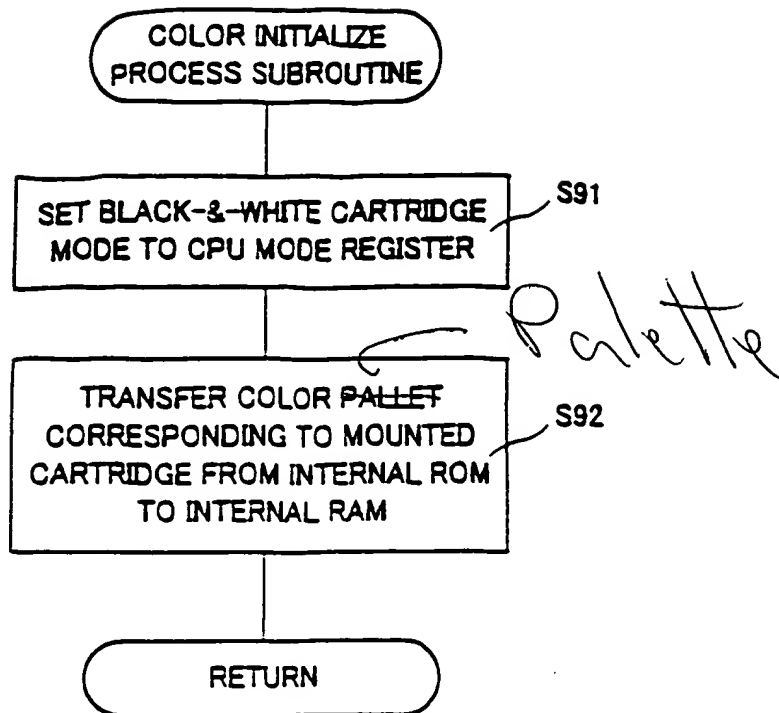


FIG. 19

*Palette*

COLOR PALLET SELECT  
PROCESS SUBROUTINE

[ HARDWARE INTERRUPTION ]

S111

*Palette*

TRANSFER COLOR PALLET SELECT WINDOW  
DATA FROM INTERNAL ROM TO DISPLAY RAM

S112

*Palette*

DISPLAY COLOR PALLET SELECT  
WINDOW

S113

*Palette*

PALETTE  
SELECTED BY USER?

S114

*Palette*

CHANGE COLOR SETTING OF BG COLOR  
PALLET 0, OBJ COLOR PALLET 0 AND  
OBJ COLOR PALLET 1 BASED ON  
SELECTED PALLET DATA

S115

*Palette*

DISPLAY COLOR OF CHANGED BG  
COLOR PALLET 0, OBJ COLOR PALLET 0  
AND OBJ COLOR PALLET 1 BASED ON  
BG TONE PALLET REGISTER, OBJ0 TONE  
PALLET REGISTER AND OBJ1 TONE  
PALLET REGISTER

S116

*Palette*

NO  
DECIDED?

S117

*Palette*

PUT OFF COLOR PALLET SELECT  
WINDOW

S118

*Palette*

CANCEL HARDWARE  
INTERRUPTION

S119

RETURN



FIG. 20

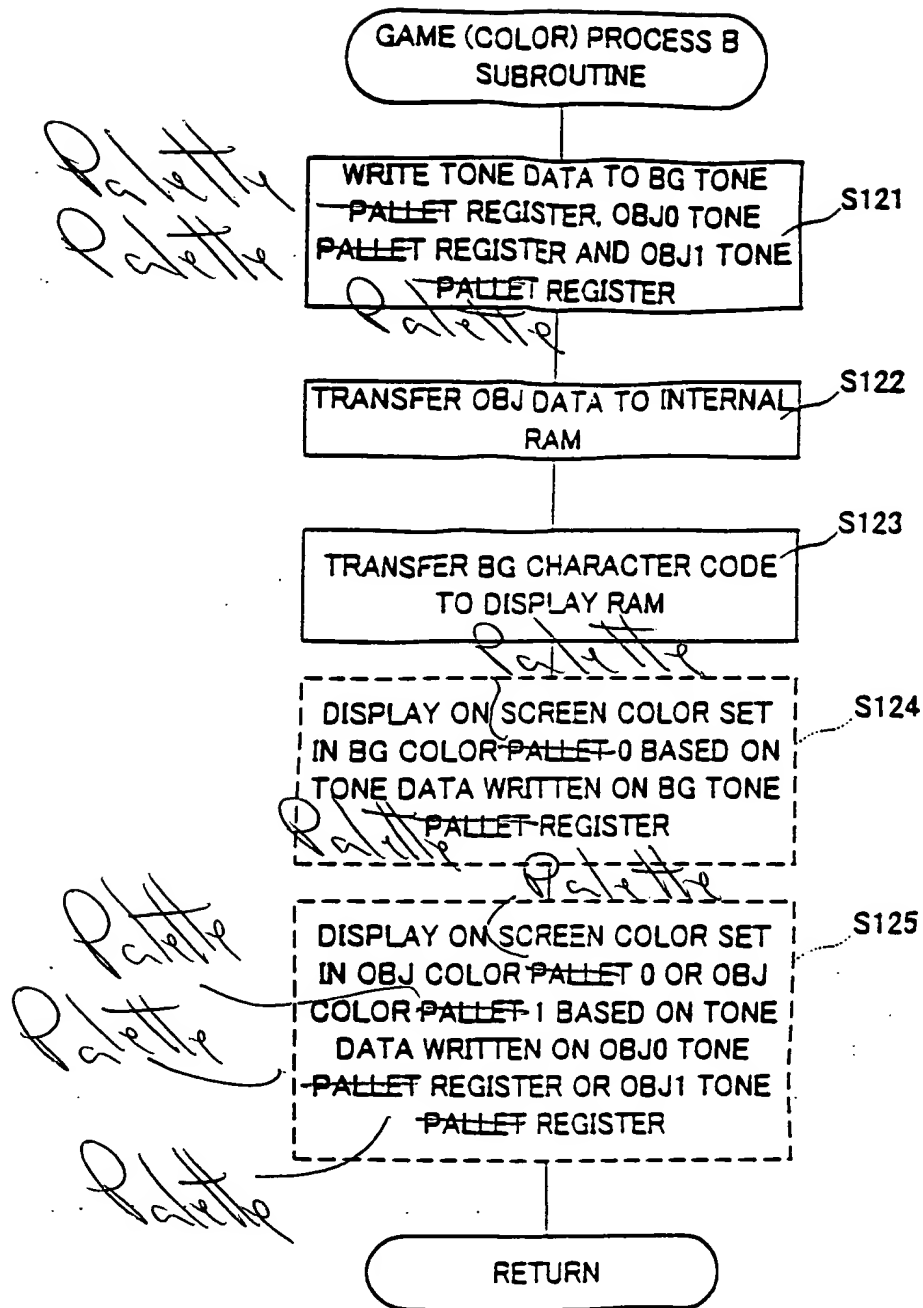


FIG. 21

*Palette*  
EXAMPLE OF COLOR PALLET SELECT  
WINDOW DISPLAY

